ACHTUNG! Cthulhu
DOSSIER

Plotting Cthulhu

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Published by
MODIPHIUS ENTERTAINMENT LTD.
37A Chesson Road, London. W14 9QR
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Plotting Cthulhu

This chapter aims to help you construct some truly nefarious Mythos plots set against the backdrop of World War Two. By looking at various inspirational sources it hopes to show how you, the Keeper, can mine them for ideas for your own games. If, after looking at these films and TV series you are still a bit stumped, there are also a series of plot generator tables to further aid you in your machinations.

Ask yourself: what would happen if you changed just one element of the plot?

MOVIES & TELEVISION

Creating an *Achtung! Cthulhu* plot becomes a lot easier when you consider the wealth of movies at your fingertips. Just look at the enormous number of World War Two films and television shows, pretty much all of which can make a great starting point for a Cthulhu Mythos story. Whether it is a classic war story, a '40s thriller, or a weird war horror, there is enough mileage in many of these sources to help you prepare quite a few nights of creeping insanity for your players if you are struggling for ideas.

When looking at old films, ask yourself: what would happen if you changed just one element of the plot? What if it was not a Tiger tank guarding the gold bullion in *Kelly's Heroes*? What if the German "Black Stone" spy ring was after more than Britain's plans for war in *The Thirty Nine Steps*? The thrillers, or "shockers", of the early years of Hollywood are packed full of fantastic inspiration for Cthulhu Mythos stories, especially if you are looking for more investigative storylines. Just because something is set before World War

One, as in *The Thirty Nine Steps*, does not mean you cannot update it to London, circa 1939.

The table below contains a selection of films with a horror or weird war approach that might provide a launch pad for your plots. There are a lot of Nazi zombies in there, but if you can get past the clichés to the background story, there are some great ideas just waiting to be developed further.

And don't forget the wartime classics. These fantastic movies tell tales of daring heroes, resistance fighters,

Achtung! Cthulhu & Combat

The events depicted in *Achtung! Cthulhu* take place in the run-up to World War Two as well as during it; a period during which the Allies battle the Axis powers across the globe. Thus combat has a role to play within the *Achtung! Cthulhu* setting, potentially more so than in a standard 1920s game (depending on what style of adventure your group prefers).

Nevertheless, as significant as combat is to a game set in wartime, it should not dominate a scenario or adventure at the expense of investigation. *Achtung! Cthulhu* is still, at its heart, a roleplaying game of Lovecraftian investigative horror, and so should be at least as clue-orientated as it is combat-orientated. Not every player character or investigator will be a soldier, a sailor, or an airman; some will still be professors, journalists, librarians, and so on, and in order for your players to roleplay these characters fully, they need mysteries to solve.

Horror/Weird War Films

25th *Reich*	Outpost II: Black Sun
Almost Human	Puppet Master III: Toulon's Revenge
Below	Raiders of the Lost Ark
Dead Snow	She
Hellboy	The Bunker (1 and 2)
Horrors of War	The Frozen Dead
Indiana Jones and the Last Crusade	The Keep
Iron Sky	War of the Dead
Nazis at the Centre of the Earth	Warlords of Atlantis
Oasis of the Living Dead	Zone Troopers
Outpost	Zombie Lake

War Films

A Bridge Too Far	Sands of Iwo Jima
Action in the North Atlantic	Saving Private Ryan
All Quiet on the Western Front	The Battle of the Bulge
All Through the Night	The Big Red One
Attack	The Bridge on the River Kwai
Black Book	The Dirty Dozen
Casablanca	The Eagle Has Landed
Cockleshell Heroes	The Great Escape
Come and See	The Guns of Navarone
Das Boot	The Heroes of Telemark
Enemy at the Gates	The Longest Day
Hell in the Pacific	The Thin Red Line
Ice Cold in Alex	The Train
In Which We Serve	Three Kings
Inglorious Bastards (both original and new versions)	To Have and Have Not
Kelly's Heroes	Twelve O'Clock High
Malta Story	Valkyrie
Passage to Marseille	We Were Soldiers
Paths of Glory	Went the Day Well?
Roma, Città Aperta	Where Eagles Dare

Period/Atmospheric Films & Television

Die Nacht von Lissabon	The Good German
Foyle's War	The Third Man
Key Largo	The Thirty Nine Steps
The Cabinet of Dr Caligari	Underground
Margaret Rutherford's Miss Marple	Warehouse 13

soldiers, commanders, and situations that will give you inspiration and background ideas for your wartime characters and adventures.

Again, remember that with some of these, just changing a few details can give you a fresh take on what would otherwise seem to be very familiar territory. What are the commandos really destroying in *Where Eagles Dare*? Why is the last Ryan brother so vital to the war effort in *Saving Private Ryan*? Remember though, your **Achtung! Cthulhu** adventures do not have to be set amidst the carnage of the battlefield—you can just use these to help create dynamic scenes that your characters must traverse.

There are also a number of other movies and television shows that you can use as inspiration, either in terms of their plot, or in terms of their atmosphere and setting. What else

might Harry Lime (*The Third Man*) have been smuggling during the war? Is there more behind the murders in a sleepy English village than the local spinster (*Miss Marple*) suspects?

Here are three takes on some film classics to show you what we mean:

Kelly's Heroes versus The Bunker

Allied soldiers find a map on a captured German officer that tells of a fortune in Nazi gold which has been safely stored in a secret bunker. Put together as a rag-tag force, the group must fight its way through enemy lines to reach the location. But as this is a Mythos adventure, the journey is anything but straightforward, becoming increasingly fraught

as the characters must soldier through a series of bizarre and unfortunate events.

Finally the characters discover the secret bunker, which is mysteriously deserted. However, they are not alone, and they find themselves trapped when three giant Chthonians emerge from the ground around the bunker, enraged by a strange machine inside the complex which has drawn them to it.

The group must rely on a wounded scientist to defeat the Chthonians. This man claims that the other soldiers deserted their posts, leaving him for dead, but is he all that he seems? Will the disturbing ceremony he describes truly win them their freedom?

Section M is using the circle to give Spitfire pilots enhanced night-vision abilities.

Inglorious Bastards (Original)

Allied soldiers or agents kill a German patrol. However, it turns out that they were actually a special Allied undercover unit tasked with meeting the French Resistance. The Resistance insists the soldiers must take the dead patrol's place, as there is no time to waste. They must infiltrate a German castle and steal a book. And not just any book, but a very important one that the Germans must not read!

The characters make their way into the castle and discover that the Germans are preparing some kind of ceremony. There is just one thing missing: the guest of honour—a notable member of Black Sun, who will read from the book and unlock a terrifying creature to destroy their enemies! When (if!) the characters return the book to the French, they thank them and then prepare their own version of the ceremony. The characters must now decide whether or not to stop the French Resistance, their supposed allies, before they unleash something they cannot control…

The Thirty Nine Steps

The investigators meet a man who claims to have faked his own death to hide from his pursuers. He seems half insane and babbles about all manner of strange things. Soon he is found dead, and the shadowy assassins now seem to be after the characters. A mysterious group, who call themselves "Black Stone", are trying to secure something important in England, and the characters find themselves chased to a remote stone circle adjacent to an RAF airfield. Section M is using the stone circle to give Spitfire pilots enhanced night vision abilities, and Black Stone want the keystone which triggers this change. Can the investigators stop them before they ruin the RAF's plans?

THE PLOT GENERATOR

No set of random tables can ever fully write you a truly visceral, bells-and-whistles Cthulhu-based plot, but you can use the following tables in part or as a whole to give you the bare bones of your mind-shattering adventures. You can roll your way through the entire plot, taking advantage of the almost limitless variations, or just check one or more tables for inspiration when you are stuck. Dip in for a location, an artefact, or much, much more.

Remember to keep asking yourself questions when you see each result, and try not to just take what you get with the fall of the dice literally as read—Cthulhu plots are frequently anything but plain and simple, often consisting of devious and twisted schemes, so use your questions to put your own unique spin on matters.

The Antagonists

Let's start with those that would bring destruction on our world and rain fire on our hapless investigators.

When plotting, one way you can begin is with an open-ended roll which, in the case of the Antagonist (Table 1), can give you anything from an individual to an Elder God as your starting point. Roll for what they are, then roll for one or more descriptions. If the results suggest one of the Cthulhu Mythos gods, roll up the rest of the plot and then take a stroll through the pages of *Call of Cthulhu, Sixth Edition* or *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, to see what entity fits this particular story best.

Alternatively, you might already have an idea that they belong to a certain group, so roll on Table 2 instead.

Table 1: Individual Antagonists

D20 Roll	Antagonist (Individual)	Antagonist Description
1	A scientist	Old
2	An aristocrat	Ancient
3	A leader	Rich
4	A cult	Evil
5	A politician	Cursed
6	Experimental subject	Corrupt
7	A gang	Doomed
8	An organisation	Magical
9	A military unit	Secret
10	Black Sun	Unstable
11	*Nachtwölfe*	Mysterious
12	A priest	Deranged
13	Villagers	Delusional
14	An officer	Rogue
15	Royalty	Tortured
16	A Mythos creature (see Opponent Objective)	Nazi
17	An Elder Race	Psychopathic
18	An Outer God	Malicious
19	An Elder God	Unspeakable
20	Cthulhu	Appears to be (roll twice: first is real, second is appearance)

Table 2: Antagonist Groups

D20 Roll	Antagonist (Group)
1	Brotherhood of the Beast*
2	Brotherhood of the Beast*
3	New World Industries*
4	New World Industries*
5	Brotherhood of the Black Pharaoh*
6	Brotherhood of the Black Pharaoh*
7	Cult of the Bloody Tongue*
8	Cult of the Bloody Tongue*
9	Tribes of the Tcho-Tcho
10	Tribes of the Tcho-Tcho
11	Brothers of the Yellow Sign
12	Brothers of the Yellow Sign
13	Starry Wisdom Cult*
14	Starry Wisdom Cult*
15	Miskatonic University
16	Miskatonic University
17	*Nachtwölfe*
18	*Nachtwölfe*
19	Black Sun
20	Black Sun

*Nyarlathotep cults.

The Plot

Next we want to find out what is at the core of the plot (Table 3), followed by what is motivating the people involved (which can be more than one thing if you want to complicate matters further). You can also roll to see what the Antagonists need to be successful in their mission.

Now you have the foundations for your adventure, layer on some trouble and strife by determining what obstacles befall your investigators en-route to the finale (Table 4, p.6). If you are feeling particularly wicked, roll several times to inspire a thoroughly wretched course for your adventure.

No Cthulhu plot would be complete without a dastardly plot twist that sees the characters landed in all manner of trouble (Table 5, p.6). When you roll on this table, try thinking about how you can make the twist that much more painful and affecting for the characters…

You will notice that some results suggest rolling on additional tables to clarify the results; these tables can be found in later sections (p.8 onwards).

The Characters

How on earth do the characters stumble across this foul plot you have developed, and how is this information imparted to them (Table 6, p.7)?

Table 3: Antagonist's Plot, Motivation & Success Requirements

D20 Roll	Plot Concept	Motivation	To be Successful, the Antagonist Needs:
1	Open a gateway for a Mythos creature to come through	For revenge	Willing sacrificial victims
2	Open a gateway to travel to a Mythos location	Following orders	Unwilling sacrificial victims
3	Unleash the power of a Mythos creature	Pure hatred	Humans to experiment on
4	Destroy a place, a group, or a creature	Simple greed	A piece of art
5	Prove the existence of a creature or entity	For country	A ley line
6	Summon a Mythos entity for the purpose of…	For honour and glory	An invention
7	Learn more about a greater power	Forbidden knowledge	Some particular knowledge (see Knowledge Objective)
8	Experiment on a group of people or creatures	Superiority	A location (see Location Choices)
9	Protect someone or something	Pure evil	A tome
10	Control someone or something	A blood feud	A stone circle
11	Steal secrets from someone	Being controlled	A strange contraption
12	Force the enemy back into retreat	To divert attention	A specific ancient site
13	Gain superiority over the enemy	Because of visions	Some ancient crystals
14	Force a breakthrough	Delusional	A long-lost spell
15	Take revenge for a previous event	Self-defence	A certain alignment of planets
16	Cover up a secret	A debt	A certain alignment of stars
17	Recover a Mythos artefact	To cover a mistake	A certain Mythos artefact
18	Recover an entity or person/people	To protect	The body part of a Mythos creature
19	Hide something	Beliefs	The presence of an Outer God
20	Destroy something unspeakable!	Simply unspeakable!	The presence of an Elder God

Table 4: Obstacles

D20 Roll	Obstacle
1	Time is short
2	The distance is great (this world, the Dreamlands, or another Mythos world)
3	There are distractions along the way (side missions, people in need, opportunities)
4	Knowledge is required (e.g. where to find something, specific research, people to ask)
5	Physical difficulties or harsh environment (mountains, underground, desert, polar, oceans)
6	Another group or entity is also on the trail
7	It is guarded by a powerful force
8	They must take a problematical thing with them (e.g. something fragile, a person, a prisoner)
9	Nature is closing in (volcanoes, storms, earthquakes, floods)
10	War-torn (must traverse frontlines or battlefields)
11	A Mythos group interferes (roll on the Involvement Method table)
12	Resources (spoiled, faulty, destroyed, stolen; food, transport, equipment)
13	Hard bargain (i.e. they must give something up to progress)
14	Moral dilemma (connection to antagonists, uncomfortable partners, better offer)
15	Unrest (riots, scavengers in the ruins)
16	Corruption (a member of the group is bribed, an official wants money, double-cross, traitor)
17	Misinformation
18	Problems with the authorities (members arrested, border permits required)
19	Strange illness
20	Ambushed

Table 5: Plot Twist

D20 Roll	Twist
1	They must make a sacrifice (one or more members of the group)
2	It is an experiment (a group or entity is testing them)
3	It's a trap! (they are the missing ingredient or motivator)
4	No-one leaves alive
5	The antagonist is part of the group
6	The antagonist is not who they thought it was; someone or something else is behind it all (roll another antagonist who is really in charge)
7	They thought there was just one to deal with, but they were wrong...
8	Wait—you know him? (a family or previous connection)
9	There's a traitor in their midst, working for another group
10	A lot of good people die (the Pyrrhic victory)
11	The antagonist makes them an offer they cannot refuse (e.g. "let me go and the Nazi attack fails, saving thousands of lives")
12	The essential person or item they had to bring along is key to the antagonist's plot, and they just delivered exactly what he wanted straight to his door
13	Moral dilemma—they have to become the villain to achieve their goal
14	The villain(s) in question were coerced as a cover for the true villain (roll another antagonist)
15	The villain has already achieved their objective (the group watches helplessly as events unfold around them, or learn that they have arrived too late)
16	The villain was trying to prevent a greater evil. Will the group let him finish, or will they stop him?
17	A key character is killed, only to be found safe and well later (can be tied to the experiment outcome on 2)
18	The investigators are the villains, and the antagonist was only trying to stop them
19	It is not what they think it is (roll another plot concept)
20	Escalation (roll on this table twice, ignoring any further 20s)

"FAR TOO OFTEN THE CHOICES REALITY PROPOSES ARE SUCH AS TO TAKE AWAY ONE'S TASTE FOR CHOOSING."

— JEAN ROSTAND

Now you have these facts sorted, there are only a few more steps you need to take to finish off your adventure. There are two more questions that you need to ask: what is the essence of the investigators' mission (Table 7), and what is its goal (Mission Objective)? After all, you know why your antagonist is involved, but what do you want the investigators to achieve? Some of the answers from Table 7 can appear a little odd at first, so just roll with it for now and see what your mind suggests (one's mental faculties will often lead you down very strange and unexpected paths if you allow them to). Remember, you can also read between the lines, if it helps. Alternatively, if you are running a

Table 6: Plot Hook & Involvement Method

D20 Roll	Plot Hook	Involvement Method
1	A friend	Delivered orders
2	A prisoner of war	Sent an invitation
3	A mystery letter	Provided with travel documents or directions
4	A last will and testament	Given an ancient map
5	An advert or article in the paper	Offered a fortune
6	A professor	Asked for help
7	A mystery woman	Blackmail
8	A sinister man	Driven into a hard bargain
9	A clerical error	Framed for a crime or treasonous act
10	An item in an auction	Threatened
11	An aristocrat	Someone important to them is missing, is insane, or has been murdered (Person Objective)
12	A wealthy individual	Want revenge
13	Stumble upon an event or strange location	Offered a contract for their services
14	An old colleague	Offered an artefact (Artefact Objective)
15	A telegram	Offered forbidden knowledge (Knowledge Objective)
16	Another antagonist	Sent a warning
17	An accident	A debt is called in
18	A mysterious telephone call	Family in need
19	A member of a secret organisation	Your country needs you!
20	An enemy	Offered details on another antagonist (Antagonist Table)

Table 7: Character Mission & Mission Objectives

D20 Roll	Character Mission	Mission Objective
1	Explore	An ally (Person Objective)
2	Recover	An enemy (Antagonist Table)
3	Attack	Identity of a person (Antagonist Table)
4	Destroy	A Mythos opponent (Opponent Objective)
5	Protect	A Mythos opponent (Opponent Objective)
6	Deliver	Documents (Knowledge Objective)
7	Capture	Documents (Knowledge Objective)
8	Find/locate	An artefact (Artefact Objective)
9	Negotiate	An artefact (Artefact Objective)
10	Reconnoitre	A physical location (Location Choice and appropriate sub-table)
11	Divert	A physical location (Location Choice and appropriate sub-table)
12	Distract	An ancient map to... (Mysterious Location Objective and From/Where)
13	Expose	An ancient map to... (Mysterious Location Objective and From/Where)
14	Hide	A Mythos creature's body part (Opponent Objective)
15	Understand	A Mythos creature's body part (Opponent Objective)
16	Prove	The current antagonist
17	Disprove	The current antagonist
18	Steal	A military unit
19	Insert	A military unit
20	Rescue	A secret organisation

military campaign, roll on Table 9 to determine the underlying focus of the mission before rolling on Table 7 for the mission objective.

As with the Plot Twist table, some mission objectives suggest that you roll on additional tables for specific people, items, or locations. These tables are also useful when you need to quickly generate a random person, object, or piece of information.

Table 8: Artefact Objectives

D20 Roll	Added Flavour	Artefact State/ Condition
1	Scroll	Corrupt
2	Book	Magical
3	Key	Priceless
4	Statue	Doomed
5	Rare plant or flower	Cursed
6	Ancient technological device	Secret
7	Crystal	Ancient
8	Drug	Alive
9	Strange life-form	Evil
10	Ore or resource	Broken
11	Prototype	Locked
12	Priceless art	Out of power
13	Religious icon	Buried
14	Extra-dimensional object	Unstable
15	Mythos artefact	Fragile
16	Heirloom	Ever-changing
17	Evidence	Holy
18	Photographs	Radioactive
19	Weapon	Mythos
20	Technological item	Appears to be X, but is actually Y (roll twice; first result is X, second result is Y)

Table 9: Knowledge, Military & Person Objectives

D20 Roll	Knowledge	Military
1	Schematics (weapon, base, ship, plane, vehicle)	Pathfinder
2	Technology/scientific discovery	Invade
3	A strange illness	Liberate
4	A weakness	Infiltrate
5	An ancient secret	Defend
6	Escape route	Ambush
7	Conspiracy	Evacuate
8	Chemical formula	Rescue
9	Criminal activity	Attack
10	A spy ring	Seek and destroy
11	A legend	Scout/recon
12	An artefact	Support
13	A state secret	Patrol
14	A language	Take and hold
15	A tome	Breakthrough
16	A theory	Pre-emptive strike
17	A traitor	Hold the line
18	What happened?	Rearguard
19	What's there?	Resupply
20	Resources	Field test

Table 10: From/Where, Mythos Opponent & Person Objectives

D20 Roll	From/Where	Mythos Opponent*	Person Objectives
1	France	Deep one	Civilian
2	Germany	Mi-go	Policeman
3	Britain	Nightgaunt	Soldier
4	United States of America	Colour out of space	Pilot
5	South America	Servitor of Nyarlathotep	Sailor
6	Spain	Great Old One (choose appropriate)	Fugitive
7	Italy	Cultist of the Old Gods	Criminal
8	North Africa	Chthonian	Spy
9	Middle East	Hound of Tindalos	Refugee
10	Soviet Union	Elder thing	Crashed pilot
11	Scandinavia	Bloodborn	Priest
12	The Low Countries (Belgium, the Netherlands, Luxembourg)	Ghouls	Scientist
13	Canada	*Die Draugar*	Militia
14	Pacific	*Die Gefallenen*	Politician
15	China	Halja	Actor/singer
16	Japan	Manneskin	Archaeologist
17	Asia (other)	Serpent people	Heir/heiress
18	Commonwealth	*Die Toten*	Blackmarketeer
19	Australia	*Die Auserwählten*	Madman
20	New Zealand	Cold ones	Wounded... (roll again)

*See **Call of Cthulhu, Sixth Edition** and *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

Locations

Finally, you can decide on the region or place where the mission will occur by rolling on the following Location tables, or you can randomly pick a location (or series of locations) for the different parts of your adventure. If you already know what you want—say, somewhere Mysterious, then just roll on the Table 12: Mysterious Locations for ideas. Don't forget to check for the location atmosphere (Table 11) to add some additional ambience to the proceedings.

If you want something truly unusual and a little bit freaky, it is often worth rolling up the plot, some obstacles and a few objectives, followed by a bunch of locations, without rejecting anything at first sight or thinking too much about what you get. Once you have assembled your random plot elements, take a closer look at them: quite bizarrely, you are likely to find some very peculiar matches that make total sense. Just don't ask why…

Table 11: Locations – Mission Region, Choice & Atmosphere

D20 Roll	Mission Region	Location Choice	Location Atmosphere
1	Western Front	Building	Derelict
2	Western Front	Building	Ruined
3	Eastern Front	Building	Peaceful
4	Eastern Front	Building	Abandoned
5	Pacific Front	Building	Windswept
6	Pacific Front	Countryside	Dreadful
7	North African Front	Countryside	Overgrown
8	North African Front	Countryside	Submerged
9	Middle East	Mysterious	Ancient
10	Middle East	Mysterious	Impossible
11	American home front	Mysterious	Perched
12	American home front	Mysterious	Mountain-top
13	British home front	Mysterious	Cliff-top
14	British home front	Sea	Flooded
15	Occupied France	Sea	Underground
16	Occupied France	Sea	Remote
17	Germany	Military	Ominous
18	Germany	Military	Dripping
19	Other occupied territories	Mythos	Frozen
20	Other occupied territories	Mythos	Too quiet

Table 12: Locations – Buildings, Countryside & Mysterious

D20 Roll	Building Type	Countryside	Mysterious
1	Town	Old battlefield	Castle
2	Village	Cavern	Temple
3	Monastery	Plantation	Stone circle
4	Factory	Mine head	Church
5	Laboratory	Settlement	Mansion
6	Prison	River	Cemetery
7	Chemical plant	Desert	Cave system
8	Casino	Glacier	Tomb
9	Palace	Swamp	Archaeological excavation
10	Library	Coastline	Ruins
11	Hospital	Canyon	Mine
12	University	Lake	Sanatorium
13	Church	Forest/jungle	Monastery
14	Mansion	Mine	Museum
15	Museum	Farm	Swamp
16	Train station	Fields	Outpost
17	Hotel	Hills	Battlefield
18	Government building	Mountains	Gateway
19	Sanatorium	Delta	Island
20	Department store	Snowfields	Monolith
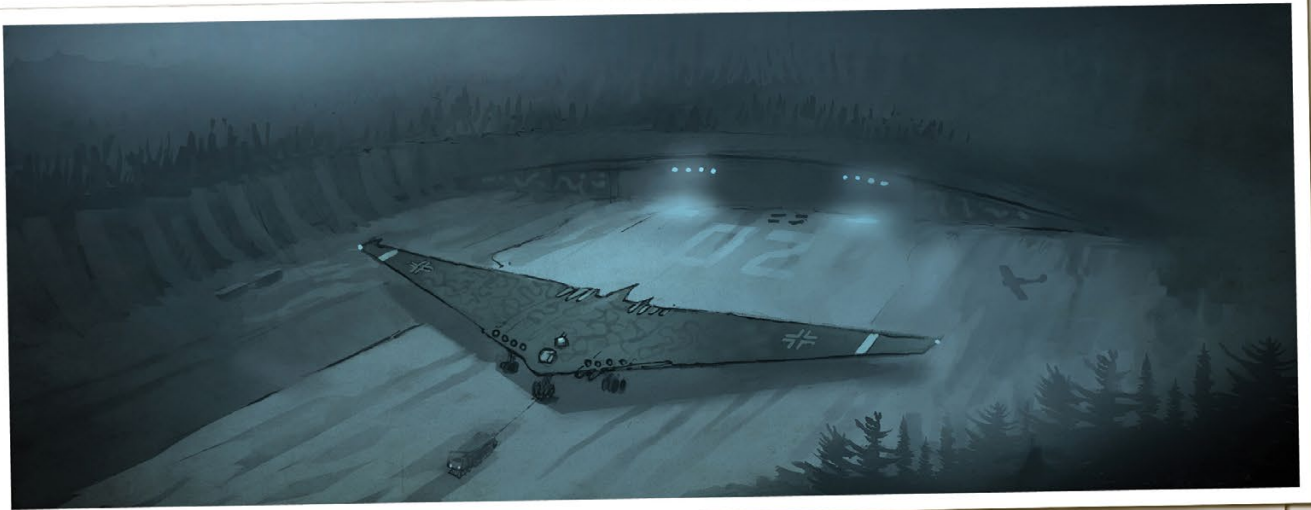
Table 13: Locations – Military & Sea

D20 Roll	Military	Sea
1	Headquarters building	Shipyard
2	Military base	Cargo ship
3	Battlefield	Warship
4	Supply dump	Underwater ruins
5	Wewelsburg Castle	Deep sea ridge
6	Wewelsburg II	Submerged wreck
7	Bunker system	Underwater base
8	Frontlines	Lost island
9	Trench system	Floating base
10	Fenrir's Seat	Ocean liner
11	Wolf's Lair	Open sea
12	Arms factory	Coastal waters
13	Weapon testing laboratory	Coast
14	Radar installation	Port
15	Launch facility	Underwater caverns
16	Airfield	Beached wreck
17	Naval base	Deep sea trench
18	Submarine base	Island chain
19	Path of advance	Sinking island
20	Convoy	Fleet

Table 14: Locations – Mythos-related

D20 Roll	Extra-terrestrial	Local
1	Dreamlands	Carcosa
2	Azathoth's Court	Carcosa
3	Aldebaran	Arkham
4	Yuggoth	Arkham
5	Xiclotl	Deep One city (Y'ha-nthlei, Massachusetts; Ponape, western Pacific)
6	N'Kai	Deep One city (Y'ha-nthlei, Massachusetts; Ponape, western Pacific)
7	Fomalhaut	Elder thing city
8	Leng	Elder thing city
9	Abbith	G'harne (North Africa)
10	Celaeno	G'harne (North Africa)
11	Korvaz	Irem, City of Pillars/ The Nameless City (Arabia)
12	Betelgeuse/ Glyu-Ohu	Irem, City of Pillars/ The Nameless City (Arabia)
13	Ktyanga	Kingsport
14	Kythanil	Kingsport
15	Uranus/L'gy'hx	Plateau of T'sang/Sung
16	Rigel/Orion	Plateau of T'sang/Sung
17	Elder Race colony (working)	Severn Valley
18	Elder Race colony (abandoned)	Severn Valley
19	Mythos-conquered world	Innsmouth
20	Mythos-ruined world	Innsmouth

PLOT GENERATION SUMMARY

- **Antagonists:**
  - » Roll for an Antagonist Description on (Individual or Group; Tables 1 & 2).
  - » Roll for the antagonist's Plot Concept (Table 3).
  - » Roll for the antagonist's Motivation (Table 3).
  - » Roll for the antagonist's Success Requirements (Table 3). Roll on any additional tables as directed (Tables 9-14).

- **Obstacles:**
  - » Roll for one or more plot Obstacles (Table 4). Roll on any additional tables as directed (Table 6).
  - » Roll for a Plot Twist (Table 5).

- **Player Characters:**
  - » Roll for a Plot Hook (Table 6).
  - » Roll for an Involvement Method (Table 6). Roll on any additional tables as directed (Tables 1, 8, 9, 10).
  - » Roll for a Mission/Military Mission (depending on your campaign; Tables 7 & 9).
  - » Roll for a Mission Objective (Table 7). Roll on any additional tables as directed (Tables 1, 8-14).

- **Locations:**
  - » Roll for a Mission Region (Table 11).
  - » Roll for a Location Choice (Table 11). Roll on any additional tables as directed (Tables 12-14).
  - » Roll for a Location Atmosphere (Table 11).

"IMAGINATION IS THE BEGINNING OF CREATION."

— GEORGE BERNARD SHAW

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FAROE ISLANDS
(Br. occ.)

ATLANTIC
OCEAN

NORTH SEA

200 miles

300 km

N

NORWAY (German occupation)

SWEDEN

Oslo

Stockholm

BALTIC SEA

DENMARK (Ger. occ.)

Copenhagen

IRELAND

UNITED
KINGDOM

Bletchley Park

London

Glastonbury
Tor

Clemens
Park

NETHER-
LANDS
(Ger. occ.)

Bremen

Peenemünde

The Wolf's
Lair

BELGIUM
(Ger. occ.)

Cologne

Berlin

Wewelsburg
Castle

GERMANY

W

LUXEM-
BOURG

BOHEMIA-
MORAVIA
(Ger. prot.)

SLOV
REPUB
(Ger

Paris

FRANCE
(Ger. occ.)

Angers

Vienna

AUSTRIA

HUN
(German

BAY OF
BISCAY

Vichy

Auvergne

SWITZER-
LAND

LIECHTEN-
STEIN

?
Fenrir's
Seat

VICHY
FRANCE
(German satellite)

ITALY (German presence)

SAN
MARINO

CROATIA
(Axis occ.)

DALMATIA
(It. occ.)

MONTE
(It.

PORTUGAL

SPAIN

Madrid

Lisbon

ANDORRA

MONACO

Nice

Rome

Casablanca

TANGIER
(Sp. adm.)

GIBRALTAR
(Br. colony)

Algiers

MEDITERRANE

MALTA
(Br. colony)

MOROCCO
(V. Fr. protectorate)

ALGERIA
(Vichy France administration)

TUNISIA
(Fr. protectorate)

LI
(Italian

Secret Europe
Autumn 1941

FINLAND
(German presence)

★ Helsinki

U S S R

OSTLAND
(German occupation)

★ Moscow

★ Minsk

Warsaw ★

GENERAL
GOVERNMENT
(Ger. occ.)

UKRAINIAN S S R
(German occupation)

Werwolf ✦

✦ Werwolf

CASPIAN SEA

...AK
...LIC
...sat.)

HUNGARY
(...an satellite)

ROMANIA
(German satellite)

GEORGIA

AZERBAIJAN

BANAT
...er.
occ.)

SERBIA
(Ger.
occ.)

★ Sevastopol

ARMENIA

IRAN
(Br./Sov.
occ.)

...CRO
...occ.)

BULGARIA
(German satellite)

BLACK SEA

ALBANIA
(It. occ.)

GREECE
(Axis occupation)

★ Istanbul

T U R K E Y

IRAQ
(British occupation)

★ Athens

CYPRUS
(Br. colony)

SYRIA &
LEBANON
(Br./Fr. occ.)

★ Baghdad

DODECANESE
(It. sat.)

SAUDI
ARABIA

...AN SEA

PALESTINE
(Br. mand.)

TRANS-
JORDAN
(Br. mand.)

...YA
...n colony)

EGYPT
(British occupation)

★ Cairo